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New Scenario

By Robert Hill

Scenario Background

The heroes have arrived in small village and instantly realize this is not a happy place.People walking around with there heads down,no children playing in the streets and not one single villager wears a smile upon there face.Things seems to brighten for them when they see your group,however.It is not long before a short,thin man approaches your group."Adventurers.Thank god.My name is Walt Jerret and I am the mayor here.We are in dire need of your help.Evil creatures appear during the night and take away our citizens.They are taken and made into slaves or food for these creatures.We know where they are kept but this is not a fighting village.We have tried two to rescue them and have been slaughtered both times.We are desperate.Our people do not deserve this.Will you help?" By the end of his conversation you begin to feel many hands touching you as a circle of the townsfolk have gathered around you.The words,"help us,please." seem to come from all around you.You have no choice but to help them as you cannot let them live this way.

Mission Goals

After talking to the mayor some more he describes who seems to be the leader of this evil.It is a giant of a creature that wields a VERY large hammer.A hammer like he has never seen before.You must kill him and rescue any villagers that you find.

Important: The overlord will not kill the captured villagers.You cannot attack them in any way.You are trying to kill the heroes. For every villager that enters a glyph and returns to town the heroes receive one conquest token.The villagers have a two movement.When the heroes land on the encounter marker of a villager they may start moving after all of the heroes have finished there actions.
The heroes start with 9 conquest tokens.
Treasure chests:
Copper 1-1 copper treasure
Copper 2-100 coins,1 curse,1 copper treasure
Copper 3-2 curses,1 copper treasure
Silver 1-1 curse,1 silver treasure
Silver 2-1 curse,100 coins,1 silver treasure
Silver 3-2 curses,1 silver treasure
Gold 1-(NONE)
Gold 2-(NONE)

New Area

Area 1

The air in here is full of sweat and an intense heat fills the room.The captured villagers appear to be mining for these creatures.There are three in here still alive.You see the bodies of several that did not make it.Next to one of those bodies lies a pile of coins that the heroes could find most useful.Another body hides a small,clear container that holds a liquid inside of it.

New Area

Area 2

This room is falling apart.Standing before you is a pile of rubble that you are going to have to make your way around.To the north you notice two more villagers and a evil looking bat type creature smiling from pointy ear to pointy ear.Another of this kind of creature stands just to the south but this one is smaller.Two skeletal warriors aim there bows at you while a kobold,bigger than the ones in the last area,keeps his distance to the east.In the southern part of the room lies a massive pile of mud and right next to that is a pool of water.Past those obstacles lie a treasure chest and a potion that gives off a green glow.Another potion lies to east along with a glyph.

New Area

Area 3

This very short corridor is filled with creatures.The only empty area is the space directly in front of you.About half way down the corridor lies a glyph and just past the glyph lies a treasure chest.From the glyph to the next door is blocked by four different creatures.

New Area

Area 4

This is the final area on your short journey through this dungeon and it is not even a room.Just another corridor that breaks off in all directions.Standing near the crossroads is the giant that you seek.Of course he is not alone.A wizard and a skeleton are just past him while the corridors to the west and the east hold a spider and another skeleton.A glyph is next to the skeleton and a potion lies down the corridor near the spider.Prepare for the final battle.

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